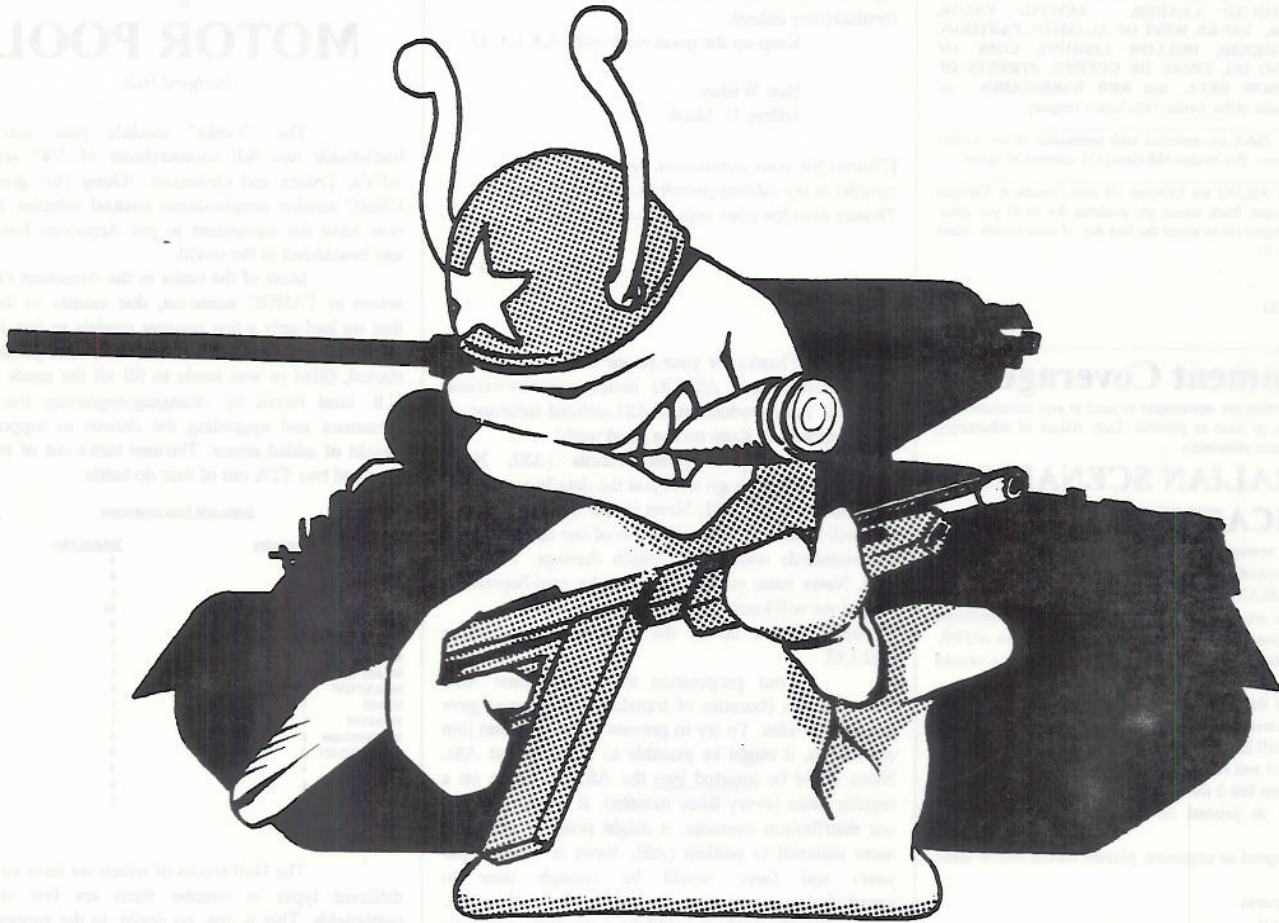


A.S.L.U.G.

ADVANCED SQUAD LEADER UNION of GAMERS ISSUE SIX SEPTEMBER, 1993 THE SOURCE FOR ASL NEWS



IN THIS ISSUE:

- US MOTOR POOL
- ONWARD TO THE MEUSE
- AFTERACTION REPORT: GENCON 93

Contents

Australian Scenario Handicapping

Mail Call

U.S. Motor Pool

Onward To The Meuse

Tactical Briefs

Tournament News

ASLUG Scenarios #11 & #12

- Raiders on Butaritari

- One-Log Bridge

ASLUG is asking for original scenario designs, series replays of ASLUG scenarios, Tactical Guides for any scenario that the author feels is a good tournament scenario; Tournament listings and After Action Reports; Tournament Victory reports; and ASL tactical contests. Submissions should include a designer's notes article similar to the ones printed in this issue. Scenarios that are selected for printing will include designer's name displayed on the scenario itself. Designers of scenarios that are selected for printing will receive one free issue of the ASLUG newsletter.

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Gary Fortenberry
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Tournament Coverage

Tournament Directors are encouraged to send in any information on their tournaments as soon as possible. Early release of information usually yields greater attendance.

AUSTRALIAN SCENARIO HANDICAPPING

All ASLUG scenarios will have the Australian scenario handicapping system as a standard feature. Any scenario submitted to ASLUG should have these handicaps included. Several ASLers are presently working on devising handicaps for official Avalon Hill scenarios, which will see print in FFE. These efforts should give some neglected scenarios a second life.

The purpose of this article is to explain the workings of the handicapping system.

Each scenario will have six levels of handicap bidding.

Axis 1-3 and Allied 1-3

(Players may also bid 0 for either side, indicating a desire to play that side as printed on the scenario card with no handicapping.)

After being assigned an opponent, players should follow these steps in order.

1. Choose a scenario.
2. Setup the board.
3. Pull out all counters in the OB.
4. Secretly write down the side and Handicap level they wish to play.
5. Reveal choices.

If players choose different sides, each plays the side and the Handicap level chosen.

If both players choose the same side, the player with the higher handicap level plays the side he chose and the other player plays the opposite side at Handicap level 0.

If players choose the same side and Handicap level, Low DR plays side chosen with Handicap level bid; High DR plays the other side at level 0.

It is important to note these are HANDICAPS the higher the bid the more you GIVE UP.

The above Handicapping rules will be printed in each issue of ASLUG, the purpose being to familiarize players with this fine variant. It has little or no effect on actual game play, yet has a dramatic impact on scenario and side choice. It is an excellent device for tournament play.

MAIL CALL

(Letters to the Editor)

Dear Gary,

I'm just writing to point out an error in Mark Nixon's last letter to A.S.L.U.G. (#5). In Mark's letter he states "Watch out for the typo in Guy's a Tough Nut to Crack" piece which refers to FFFAM not applying in trenches, for its actually FFMO which doesn't apply". Actually, neither FFMO nor FFFAM apply when moving through trenches.

A4.6 states "Infantry that has moved during the MPH without using Assault (or hazardous) Movement is subject to a -1 FFFAM DRM to all DFF attacks against it in addition to the applicable TEM of its Location [EXC: Minefield attacks and units moving from one trench to another]." Got to watch out for those exceptions. Further, B27.54 states that: "Units may move between connecting trenches without loss of concealment." Trenches are powerful fortifications indeed.

Keep up the good work with A.S.L.U.G.!

Best Wishes,
Jeffrey H. Munk

[Thanks for your correction, and I will be more careful in my editing/proofreading in the future. Thanks also for your vote of confidence.]

Brussels, 9 Aug. '93

Dear Gary,

Thanks for your phone call, letter, and all the wonderful new ASLUG issues/scenarios/various material. Your production of ASL-related substance is truly impressive. Keep up the good work!

I suppose Pedro Ramis (ASL News Secretary) will arrange with you the details concerning the distribution of ASL News in the USA and I hope you will be able to reduce the size of our issue to usual US standards without too much damage. The next ASL News issue will be available by mid-September so that we will know about that quite soon.

I'll also put an ad in the next issue concerning ASLUG.

Your proposition to rewrite some ASL News articles (because of translation problems) gave me another idea. To try to prevent dispersion and join our efforts, it might be possible to imagine that ASL News could be inserted into the ASLUG pages on a regular basis (every three months). It would simplify our distribution overseas, it might possibly give you more material to publish (ASL News is 4 issues per year) and there would be enough time to rewrite/balance scenarios, it's just an idea at this time, but I seriously think it could be a progress and save some effort. What do you think?

Now here are some comments on:

1. Your Standard Tournament ASL Rules

I found that article particularly interesting since I have arranged the Brussels' ASL Tournament "Recontres ASL" for several years....

Sincerely yours,
Philippe Léonard

[Philippe makes several good points in his discussion of Mike McGrath's S.T. ASL Rules article, their length preclude their printing here. Rest assured they have been taken to heart and as Mike's article was already in the process of being reworked we definitely appreciate his input. Philippe

later points out some errors in the Historical or terrain aspects of three ASLUG scenarios (One Step Forward, Desert Citadel, and Chateau Cherry) and offers the corrections, all of which I found very helpful and after a bit of research of my own will include in a later issue. Philippe closes his letter with an offer to help in ASLUG scenario development. This is an offer I cannot refuse and will hold him to it, I hope he will not regret the offer. I also would like to, at least tentatively, take up Philippe's offer to allow ASLUG to include the ASL News in its pages. Let me know what you guys think about this proposal.]

The (Mean?) Green Machine.

USArmy/USMC MOTOR POOL

Richard Hill

The "Yanks" module puts onto our battlefields two full countersheets of 5/8" armored AFVs, Trucks and Ordnance. "Gung Ho" gives the USMC another couple-dozen tracked vehicles. So we now have the equipment to put American forces on any beachhead in the world.

Most of the tanks in the American OB see action in TAHGC scenarios, due mainly to the fact that we had only a few pre-war models so few Pre '42 AFVs are in counter form. The M4, once production started, filled or was made to fill all the needs of the U.S. land forces by changing/upgrading the main armament and upgrading the chassis to support the weight of added armor. Thirteen tanks out of twenty-four and two TD's out of four do battle.

Tanks and Tank Destroyers

UNIT	# of Scenarios	Total in Play
M3	1	4
MSA1	2	2
M4	2	2
M4A1	11	12
M4A2	1	4
M4A3(75)W	5	6
M4A3E2	1	1
M4A1(76)W	3	6
M4A3(76)W	2	6
M4105	1	1
M4A3105	1	1
M4 Tank Destroyer	1	2
POA-CWS-H1	2	3
M10 GMC	4	3
M18 GMC	1	2
M36B1 GMC	1	2

The Half-tracks of which we have so many different types in counter form are few on our battlefields. This is due, no doubt, to the support role for which they were designed, or AA support which was rarely needed. Out of thirteen Ht's in counter form, three see action.

Half-tracks

M3	6	4
M3(MMC)	2	2
M3 GMC TD	1	2

The recon vehicles (Scout/Armored cars) are seen in but two scenarios, with two types of vehicles seeing action.

M3A1 Sc	1	2
M8	1	3

Out of the three SPA mounts on a fully tracked chassis, two are used in ASL combat, one remains idle.

M7 HMC	4	3
M12 GMC	1	1

Note that the American M7 HMC does battle in four scenarios while its German counterpart, the Pz IIA Wespe (Wasp), is seen in no scenarios. Both played the same role and the Wespe was used for direct fire vs. Russian armor in several battles most notably at Kursk.

Only two of our fleet of trucks are seen in scenarios; the Jeep and 2 1/2 ton truck.

UNIT	# of Scenarios	Total in Play
1/4 ton Jeep	8	2
2 1/2 ton truck	6	2

All of our amphibious AFV's get their feet wet except the M4 DD tank, which still awaits its D-Day.

LCVP	1	11
LCM(3)	1	4
LVT(A)2	1	10
LVT4	1	4
LVT(A)4	1	3
LVT(A)1	1	2

The American artillery park is quite impressive, but few tubes fire any shots (due mainly to thier Indirect Fire role). How long will we have to wait to fire one of those neat 57 RCL's we keep pushing to one side to get something else, or have you already put them at the bottom somewhere?

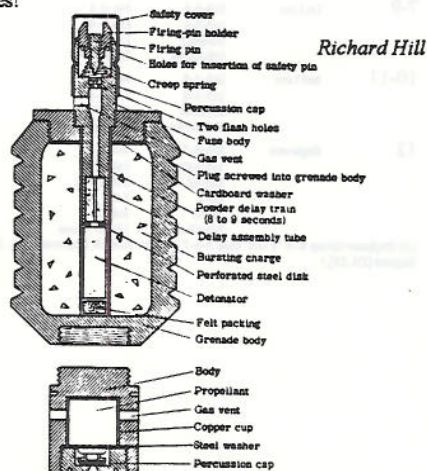
Mortar		
M1 81mm	3	3
Anti-Tank		
M3A1 37mm	1	1
M1 57mm	8	3
Artillery		
M2A1 105mm	2	2
M3 105mm	1	2
M1 155mm	1	1
M1A1 155mm	1	1

To be able to play any TAHGC scenario in which U.S. troops are found, you'll also need a couple Italian 47mm A-T Guns and a British-Sherman Va.

The 1/2" Support Weapons you'll need to play any single American vs. Axis scenario are as follows.

LMG	3	(+6 BRITISH LMGs)
MDMG	7	
EDMG	5	
.50 HMG	4	
M2 60mm	4	
M10 60mm	3	
BAZ 43	4	
BAZ 44	7	
BAZ 45	9	
PT	5	
DC	9	

As you can see at a glance, the U.S. war machine was a well supplied one. No lack of SW's will be seen in almost all scenarios for these guys. Have fun with 'em, and be sure to re-read those vehicle notes!



Model 91 (1931) hand grenade (including propellant charge for use in grenade discharge).

ONWARD TO THE MEUSE

V 1.6a

An ASL Scenario Generation System by
Michael F. Telson and John Wilson

ONWARD TO THE MEUSE

The object of this scenario generation system is to produce numerous situations based upon the advance of German units in the first week of "The Battle of the Bulge" against gallant efforts of the American defenders. Knowledge of the defender's strength and attacking units composition was more rumor than reality. Sometimes small American units were able to repel German attackers by aggressive defensive actions, other times the roles were reversed. The fog of war was very important in these early engagements.

In the official U.S. account of the Battle of the Bulge, the following six reasons are given for the German defeat:

- 1) Unexpected tough American resistance;
- 2) Supply failure;
- 3) American denial of free German use of the road net such as at St Vith and Bastogne;
- 4) Failure to carry the shoulders of the offensive;
- 5) Lack of depth of the attack due to slow German commitment of reserves; and
- 6) A timely Allied reaction to the offensive.

Restrictions on play are provided to mold situations along the lines of the "official" reasons above.

ORDER OF PROGRESSION

- I) Choose sides.
- II) The German player makes the scenario site selection dr (Table I).
A) The American player rolls for Boards I and II.
B) The German player rolls for Board III.
C) The German player rolls for the weather.
D) The German player rolls for game length.
- III) Each player makes their unit selections from the charts provided.
A) Each player makes the additional rolls for Armor and Infantry leaders.
- IV) The German player determines his starting CVP level.
- V) The German player decides to use the bypass option or not.
- VI) The American player sets up his forces on board in secret.
- VII) Play begins with German Player Turn 1.

Selection of Boards and Sides

The boards will always be in the arrangement shown below. That is; 3 boards in a side by side arrangement.



Once players have decided upon the side selection (German/American) by any method that they prefer, the German player rolls a dr and consults table I for the scenario site selection.

Table I (Site Selection)

dr	Results
1	Players choice (second dr - odd = American choice. Even = German Choice.)
2	Village (Table II)
3	Rough Terrain (Table III)
4	Road Junction (Table IV)
5	Ridge line (Table V)
6	Roll Again

After consulting Table I make a dr on the appropriate table below.

Table II The Village

dr	Board I	Board II	Board III
1	Bd 15	Bd 3	Bd 5
2	Bd 18	Bd 10	Bd 14*
3	Bd 19	Bd 12	Bd 23
4	Bd 32	Bd 24	Bd 37
5	Bd 33	Bd 41	Bd 38
6	Bd 35	roll again	Bd 39

Table III Rough Terrain

dr	Board I	Board II	Board III
1	Bd 3	Bd 15	Bd 2
2	Bd 9	Bd 25	Bd 5
3	Bd 17	Bd 37	Bd 19
4	Bd 18	Bd 39	Bd 24
5	Bd 32	Bd 41	Bd 36
6	Bd 34	roll again	Bd 40**

Table IV Road Junction

dr	Board I	Board II	Board III
1	Bd 5	Bd 11	Bd 14*
2	Bd 15	Bd 13	Bd 19
3	Bd 18	Bd 16	Bd 24
4	Bd 23	Bd 17	Bd 38
5	Bd 35	Bd 33	Bd 39
6	Bd 37	roll again	Bd 41

Table V Ridge line

dr	Board I	Board II	Board III
1	Bd 6	Bd 2	Bd 5
2	Bd 13	Bd 9	Bd 16
3	Bd 19	Bd 15	Bd 17
4	Bd 22	Bd 25	Bd 32
5	Bd 33	Bd 41	Bd 35
6	Bd 37	roll again	Bd 40**

Legend: * = Overlay "F" (GI: A.O.V.)
** = One lane vehicular Bridge - 40Q2 to 40Q3.

All streams are frigid (not frozen regardless of other EC) but with steep banks and should be treated like canals.

After the boards are selected a directional dr is made for each board, an odd result aligns the number side (Board designation #) to the North and an even result aligns the number side to the South.

WEATHER (German Player)

DR 2	= Fog, Ground Snow
DR 3	= Fog, Mud
DR 4	= Rain, Mud
DR 5-6	= Overcast, Mist, Mud
DR 7	= Overcast, Mud
DR 8-9	= Overcast, Soft Ground (+1 MP/hex NA across a paved road hexside)
DR 10	= Falling Snow, Ground Snow
DR 11-12	= Clear, Ground Snow

EC are always; Wet with no wind at start.
In scenarios in which Fog is present, use the Fog
Density Chart [E3.311] to determine Fog DRM, and
the Fog Level Chart [E3.31] to determine Fog Level.

GAME LENGTH

The game will last 6+dr turns (7-12 turns).
This dr is made by the German Player.

VICTORY CONDITIONS

Village Scenario

The player with the highest final score wins. Victory
points are awarded as follows: 2 VPs for every
building of level 2 height or higher controlled at the
end of play on boards I & II. All Buildings on boards I
and II are initially controlled by the American player.

Road Junction Scenario

The player with the highest final CVP total wins, also
the German player must clear all American units
within normal range, (or sixteen hexes, whichever is
less) of the crossroads. Both players must agree, before
the U.S. sets up, as to which road junction constitutes
the crossroads.

Ridge line

The German player must clear all Good Order
American units from all hexes of Level two or higher,
without losing $\geq 60\%$ of his starting CVP total.

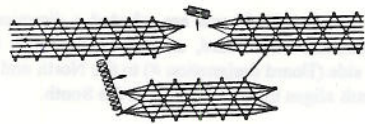
Rough Terrain

The player with the highest final CVP total wins, also
the German player must trace a continuous road from
East Edge of board III to the West edge of Board I
with no Good Order American unit ADJACENT to its
Board II hexes.

German Player

The Side with the highest VP level at games end wins.
CVP are counted normally, in addition, the German
player receives +3 VPs for every non-gully bridge
hex controlled on boards I and II. Also, the German
player must not lose $\geq 60\%$ of his starting CVP total.
All German CVPs [EXC: Prisoners do not count as
exit CVP] exited off board I between hexrows M and
U inclusive, are subtracted from the CVPs lost.

In all Scenarios calculate the initial German CVP level
prior to start of play. See also the German bypass
option.



Passage-ways through barbed-wire entanglements.

FORCE SELECTION

AMERICAN

Make a dr and consult the following table for the
number of American groups to appear. All vehicular
groups and Ordnance may only appear once per
scenario (i.e., only one-M10 group can appear, but an
M18 group may appear in the same scenario as an
M10 group).
(All group dr's are secret.)

of Groups Received (Table VI)

dr	Number of Groups
1,2	2 Groups
3,4	3 Groups
5,6	4 Groups

The American player must make a DR for
the selection of Group types from Table VII. All DR's
are secret.

Group Selection Table (VII)

DR	Result
2,3	Artillery Group
4,5	Armor Group
6,7	Anti-Tank Unit
8-12	Infantry Unit

After Group selection (table VII) is
determined, the American player makes an additional
DR for each group received to determine group
composition, and a dr for each group received to
determine if full strength (odd) or depleted (even).
If no Infantry Group is rolled, the U.S. receives a
depleted 1st Line Group automatically. This is in
addition to all other groups received.

The American player always [EXC: if no
U.S. groups set up on board no roadblock is received]
receives 1-3 (dr x 1/2 (FRD))roadblock counters as
part of his OB and sets up all groups first on Boards I
and II (unless all U.S. groups enter from off-board).

ARTILLERY GROUP (Table VIII)

dr	Group
1,2	Self-propelled
3-6	Towed

Self-propelled (Table IX)¹

DR	Group	FS(odd)	Depl.(even)
2	M7 GMC	3xM7 GMC	2xM7 GMC
3-11	Sp AA	2xM15A1 Ar 2xM16 Ar	1xM15A1 Ar 1xM16 Ar
12	M12 GMC	2xM12 GMC	1xM12 GMC

Towed (Table X)²

DR	Group	FS(odd)	Depl.(even)
2	105 ART	2xM2A1 Art 2xM3 Ar	1xM2A1 105 Art 1xM3 Ar
3,4	M51 AA	2xM51 AA 2xM3 Ar	1xM51 AA 1xM3 Ar
5-7	M2 AA	2xM2 AA 2x7 1/2 Tr	1xM2 AA 1x7 1/2 Tr
8-10	M1 AA	4xM1 AA 4xM3 Ar	2xM1 AA 2xM3 Ar
11	M1A2 AA	4xM1A2 AA 4xM3 Ar	2xM1A2 2xM3 Ar
12	M1 ART	2xM1 ART 2x7 1/2 Tr	1xM1 ART 1x7 1/2 Tr

ARMOR GROUP (Table XI)⁷

dr	Group
1	Recon Group
2	Light Tank Group
3-6	Medium Tank Group

Recon Group

DR	Group	FS(odd)	Depl.(even)
2-4	Jeep	1xJeep w/4fp 2xJeep w/2fp 1xJeep w/BAZ44 4x3-4-6 HS	1xJeep w/4fp AA 1xJeep w/2fp 3x3-4-6 HS
5-6	M20	1xJeep w/2fp 2xM20 SC 2x3-4-6 HS	1xJeep w/2FP 1xM20 SC 2x3-4-6 HS
7-12	M8 AC	3xM8 AC	2xM8 AC

Light Tanks (Table XIII)

DR	Group	FS(odd)	Depl.(even)
2-9	M5A1 LT	5xM5A1 LT	3xM5A1 LT
10-12	M24 LT	5xM24 LT	3xM24 LT

Medium Tanks (Table XIV)³

DR	Group	FS(odd)	Depl.(even)
2-5	M4 MT	3xM4 MT 1xM4A1(75)W 1xM4A1(76)W	2xM4 MT 1xM4A1(76)W
6-7	M4A1 MT	2xM4A1 MT 2xM4A1(75)W M4A1(76)W	M4A1 MT M4A1(75)W M4A1(76)W
8-10	M4A3 MT	2xM4A3 MT 2xM4A3(75)W M4A3(76)W	M4A3 MT M4A3(75)W M4A3(76)W

ANTI-TANK GROUP (Table XV)

dr	Group
1,2	Towed
3-6	Self-propelled

Self-propelled (Table XVI)

DR	Group	FS(odd)	Depl.(even)
2-8	M10	4xM10 2xM20 1xJeep w/2fp 2x3-4-6 HS	2xM10 1xM20 1xJeep w/2fp 2x3-4-6 HS
9,10	M36	4xM36B1 2xM20 1xJeep w/2fp 2x3-4-6 HS	2xM36B1 1xM20 1xJeep w/2fp 2x3-4-6 HS
11,12	M18	4xM18 2xM20 1xJeep w/2fp 2x3-4-6 HS	2xM18 1xM20 1xJeep w/2fp 2x3-4-6 HS

Towed (Table XVII)²

DR	Group	FS(odd)	Depl.(even)
2-7	M1 ATG	4xM1 ATG	2xM1 ATG
8-12	M5 ATG	4xM5 ATG	2xM5 ATG

INFANTRY GROUP (Table XVIII)^{4,5,6}

DR	Group	FS(odd)	Depl.(even)
2-4	Airborne	10x7-4-7 2xM4G 3xBAZ 44	6x7-4-7 1xM4G 2xBAZ 44
5-6	Elite	8x5-6-7 2x3-3-6 2xM4G 3xBAZ 44	5x5-6-7 1x3-3-6 1xM4G 2xBAZ 44
7-9	1st Line	8x5-6-6 2x3-3-6 2xM4G 3xBAZ 44	5x5-6-6 1x3-3-6 1xM4G 2xBAZ 44
10-11	2nd Line	8x5-4-6 2x3-3-6 1xM4G 2xBAZ 44	5x5-4-6 1x3-3-6 1xM4G 1xBAZ 44
12	Engineers	8x5-6-7 2xM4G 3xBAZ 44 2xFT 3xDC 24xAP mines	6x5-6-7 1xM4G 2xBAZ 44 1xFT 3xDC 18xAP mines

(all Engineer Group 6-6-7s and their 3-4-7 HS's are Assault Engineers [D1.22] and
Sappers [D1.23].)

Heavy Weapons (Table XIX)

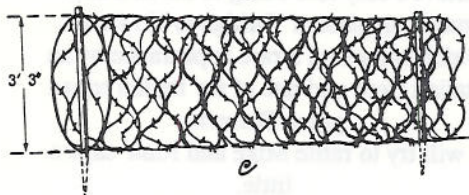
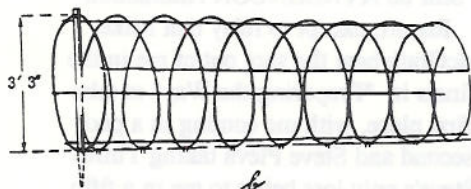
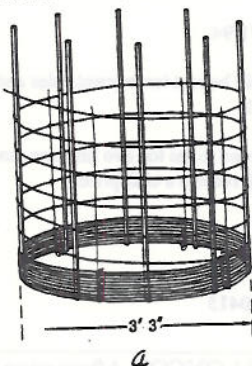
dr	Weapon
1	.50 cal HMG
2-3	.30 cal HMG
4	M2 60mm MTR and 2-2-7 crew
5	M1 81mm MTR and 2-2-7 crew
6	OBA Module. 8-0 Leader and Radio.
	Radio represents one module of 100 OBA. Make a subsequent dr;
1	One Pre-registered hex (no Barrage [E 12] possible).
2	One Pre-registered hex and Normal Barrage available.
3-6	NE.
	(Only two OBA modules may be received per scenario. Roll again if two OBA modules have already been rolled.)

Each American Group received must roll on the Set up table (XX) below.

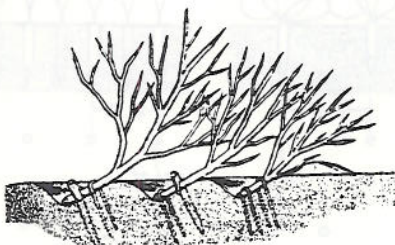
American Set up Status (Table XX)

DR	Set up status
2-3	Enter West edge on dr ≤ turn number.
4-11	Set up on Board I and/or II.
12	Set Up HIP on Board I and/or II.

Spiral (concertina) barriers.



(3) Other types of barriers. (a) Abatis. The Japanese recognize that abatis are easy to destroy, but they frequently use them in areas where trees are plentiful.



GERMAN

All Vehicular and Ordnance Groups may only appear once per scenario (i.e., only one Hetzer group can appear, but a JgPzV group as well as an Hetzer group may appear in the same scenario).

of Groups Received (Table XXI)

dr	Results
1	2 Groups
2	3 Groups
3,4	4 Groups
5,6	5 Groups

GROUP SELECTION

The German player must make a secret DR on the following table (XXII) for each group received above.

Group Selection Table (XXII)

DR	Result
2-5	Assault Gun
6-8	Infantry
9-10	Armor
11-12	Recon

After Group selection the German player must make an additional DR on the appropriate table to determine the exact Group received and a dr to determine if the Group received is at full strength (odd) or depleted (even).

Assault Gun (Table XXIII)

DR	Group	FS(odd)	Depl.(even)
2	StuPz IV	4x StuPz IV	2xStuPz IV
3	StuG 38(t)	2xStuG 38(t)	2xStuG 38(t)
4	StuH 42	3xStuH 42	2xStuH 42
5-6	StuG III	2xStuG III(L)	2xStuG III(L)
		2xStuG III	
7-8	Hetzer	3xJgPz 38(t)	2xJgPz 38(t)
		1x JgPz 38(t) (FL)	
9-10	JgPz IV	4xJgPz IV	2xJgPz IV
11	JgPz IV/70	4xJgPz IV/70	2xJgPz IV/70
12	JgPz V	4xJgPz V	2xJgPz V

Armor (Table XXIV)

DR	Group	FS(odd)	Depl.(even)
2-4	PzKfW III	5xPz III	3xPz III
5-6	PzKfW IVH	5xPz IVH	3xPz IVH
7	PzKfW IVJ	5xPz IVJ	3xPz IVJ
8-12	PzKfW VG	4xPz VG	2xPz VG

INFANTRY GROUP (Table XXV)^{4,5}

DR	Group	FS(odd)	Depl.(even)
2-3	Elite	10x4-6-8 1xMMG 3xLMG 2xPSK	6x4-6-8 1xMMG 1xLMG 1xPSK
4	PzGrenadier	Same as above plus: 10xSPW 251/1 2xSPW 251/abMG 251/abMG 1x250/7	6xSPW 251/1 1xSPW 251/abMG 1x250/7
5	1st Line	7x4-6-7 3x4-4-7 1xMMG 3xLMG 1xPSK	4x4-6-7 2x4-4-7 1xMMG 1xLMG 1xPSK
6-7	2nd Line	3x4-6-7 7x4-4-7 1xMMG 3xLMG 2xPSK	2x4-6-7 4x4-4-7 1xMMG 1xLMG 1xPSK
8	SS	10x5-5-8 1xMMG 4xLMG 3xPSK 2xDC	6x5-5-8 1xMMG 2xLMG 2xPSK 1xDC
9	SS PzGr	Same as 8 above plus: Same as 4 above.	
10	Parachute	10x4-4-7 1xMMG 3xLMG 2xPSK	7x4-4-7 1xMMG 1xLMG 1xPSK

11	Volksgrenadier	10x4-3-6 1xMMG 2xLMG 2xPSK	7x4-3-6 1xMMG 1xLMG 1xPSK
12	SS Engineers	8x5-5-8 3xLMG 2xFT 4xDC	6x5-5-8 1xLMG 1xFT 2xDC

(SS Engineer 6-5-8's and their component 3-4-8 HS's are Assault Engineers [D1.22] and Sappers [D1.23].)

Heavy Weapons (Table XXVI)

dr	Weapon
1-2	HMG
3	50mm MTR and 2-2-8 crew
4	81mm MTR and 2-2-8 crew
5	7.5cm leIG 18, 2-2-8 crew and wagon (If Elite, PzGR, SS, or SS PzGr Group exchange for SPW 250/9)
6	100mm OBA w/Offboard Observer at level three, off west edge. Make subsequent dr to determine Ammo status;
	dr Status
1-3	Scarce Ammo
4-5	Normal Ammo
6	Plentiful Ammo

INFANTRY TRANSPORT (XVII)

German Infantry groups [EXC: PzGr and SS PzGr Group] receive the following transport:

Transport (Depl. Group)

1-2	Opel Blitz x 8(5)
3	Wagons x 9(6)
4	Bicycles
5-6	None

(All German Infantry Groups may enter as AFV Riders at the German players Option.)

RECON GROUP (Table XXVIII)

DR	Group	FS(odd)	Depl.(even)
2-3	Pzms	3xSPW 234/2	3xSPW 234/2
4-6	SPW 234	4xSPW 234/1 1xSPW 234/3 1xSPW 234/4	2xSPW 234/1 2xSPW 234/3
7-8	SPW 250	6xSPW 250/1 1xSPW 250/10 6x 2-4-8 HB's 1x8-1 (inf) 1x8-0	3xSPW 250/1 1xSPW 250/10 3x2-4-8 HB's 1x8-1 (inf) 1x8-0
9-12	SPW 222/223	4xSPW 222(L) 2xSPW 223	2xSPW 222(L) 1xSPW 223

(If all German Infantry Groups received are SS, SS PzGr, or SS Engineers or any combination of the above, the Elite Ammo Depletion rules [C8.2] apply to all German Groups received.)

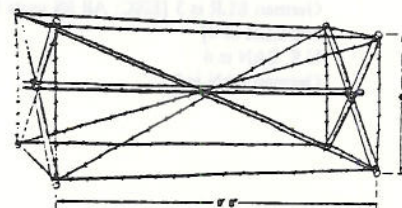
ARMOR LEADER (Table XXIX)⁷

DR	Result
1	10-2 and 8-1
2	10-2
3	9-2
4	9-1
5-6	8-1
7-11	None
12	Inexperienced Crews (D3.45)

DRM

-1 U.S. Medium Tank Group or German PzVG Group

Cheval-de-frise (knife-rest) barrier.



INFANTRY GROUP LEADERS (Table XXX)

DR	Result
1	10-3.9-1.8-0
2	10-2.9-1.8-0
3	9-2.9-1.8-0
4	9-2.9-1.7-0
5	9-1.8-1.8-0
6-8	9-1.8-1.7-0
9	8-1.8-0.7-0
10-11	8-0.7-0
12	8-0.6+1
13-14	7-0.6+1

DRM (Cumulative)

-1	U.S. Airborne, or German SS, SS PzGr, SS Engineer.
-1	Elite
+1	Second Line
+2	Volksgrnadier, Green

- Each SPA (in the same group) setting up on board must set up no more than two hexes apart and in open ground. The M12 must set up unlimbered and the 2 1/2 trucks are Ammo vehicles (E 10).
- Each Gun received is accompanied by a 227 crew. All ART pieces (in the same group) setting up on board must set up, manned by a 227 crew. Emplaced--no more than two Hexes apart and in open ground.
- Make a dr for each of the Medium Tank groups received, on a dr of "1" a 9-1 Armor Leader and an M4(105) is added to that group to represent an HQ group. Only one such HQ group can be received.
- Each Infantry Group received rolls once on the appropriate (U.S./German) Heavy Weapons Table (XX/XXVI).
- Each Infantry group received must make a DR on the Leader table XXX.
- Each U.S. Engineer group setting up on board may Set [A23.7] all of their DC's received anywhere in their set up area. these Set DC's may be HIP. All, some, or none of the A-P Mines received may be exchanged for A-T mines normally. All mines must be set up within 3 hexes of the U.S. set up area (i.e., on boards I, II, and on board III within three hexes of any board II hex).
- Each Armor Group must roll on Armor Leader Table XXIX.

GERMAN BYPASS OPTION

Before the American player sets up, the German player must write on a piece of paper if he chooses to invoke the German Bypass Option and designate one board edge (North or South) as the bypass route. This piece of paper is then placed under Board II, to be opened at game end. The Bypass Option will come into play whenever the German player has suffered losses equal to 30% of his starting CVP total. At that time, the German player can decide to use the option or not. Those units who leave the designated board edge after the option comes into effect reduce the CVP losses by 1/2 of the CVP total of all units exited thusly. Those units that exit any other board edge [EXC: board I, East edge] and those remaining on board count as losses normally when using this option. With this option in play, the German player will earn the following Bonus VP in addition to any VP earned normally.

Percent CVP Losses (At game end)	VP
-05 to 10	15
+11 to 20	10
+21 to 30	5

Scenario Details

- Germans always move first. All German Units enter from the East edge of Board III, make a dr: odd all units have spent 1/2 of their MF/MP allotment; even full movement is available.
- U.S. ELR is 3 [EXC: Para ELR is 5]
- German ELR is 3 [EXC: All SS units have and ELR of 4]
- U.S. SAN is 4
- German SAN is 2

COMMENTS

It is not our intention to produce balanced scenarios with this system. Instead this system is intended to introduce a bit of "Fog of War" to ASL, and allow players to create DYO scenarios in a more rigid format.

TOURNAMENT NEWS

Reporting ASL tournaments to its readers is the main purpose of ASLUG. Any tournament news will be printed. Tournament Directors are encouraged to send in their tournament news as earlier as possible. (C) Denotes ASL tournaments which the Editor has personally attended and recommends highly.

ASL OKTOBERFEST 1993

Columbus Day Weekend - Cleveland, OH

Contact:

Bill Conner
P.O. Box 4114
Youngstown, OH 44515-0114
1-(216) 797 9009

In addition to the regular ASLOK prizes/tournaments, the player with the most wins at ASLUG scenarios will receive every ASL module in print at the time of ASLOK '93. This includes the ASLRB and ANNUALS. If KGP is out it will also be awarded.

1994 ASL Open

January 21-23, 1994

Irving, TX

The '93 ASL Open, which has been called "The final jewel in the ASL triple crown", was a huge success by any standards. This year we have moved the site closer to D/FW airport and to a hotel with more affordable rates. Bob McNamara will also attend as a special guest, we may yet talk him into playing.

Irving is the home of the World Champion Dallas Cowboys football team and borders D/FW airport on the South and East. The new hotel facilities are top notch and are within walking distance of many fast food franchises (there is a McDonald's just across the street). The hotel provides free transportation to and from D/FW. For room reservations call:

Holiday Inn DFW South
(214) 399 1010

Room rates are \$59.00/day for a double.

This hotel has tons of amenities.

The same large cash prizes to the top finishers will be paid according to the revised schedule as follows; 1st \$400, 2nd \$300, 3rd \$200, 4th \$100. The format will be an AREA seeded modified Swiss style tournament. Try to make it if you can, we have other events planned and I will elaborate later.

To Pre-register for the Open send check or Money order for \$25.00 to:

Gary Fortenberry
232 Linda Dr.
Burleson, TX 76028
(817) 447 2850

-T-Shirts are \$10.00 (\$12 for XXL and larger)
-Ball caps are available in Black, White, Red or Kelly Green for \$12.00. If you wish to reserve a shirt or cap please indicate size (T-Shirt) and color (Hat) when you pre-register.

[Plans are in the works (as soon as I talk to Curt) to possibly move the '95 ASL Open to Las Vegas. The deals for room and board are phenomenal and air fare from almost anywhere is half the cost to fly to DFW.]

ANDCON '93

September 24-26 1993

Holiday Inn

Independence, Ohio

For more info write

Peter Shelling
2891 E. 111 St.
Cleveland, OH 44104

-or-
ANDCON '93
P.O. Box 142
Kent, OH 44240
(216) 673 2117

In addition to ASL there will be several RP and boardgaming events.

RUMBLE OVER CHICAGO

1994 Chicago ASL Championships

ASL TOURNAMENT WCW3

April 23 and 24, 1994

Best Western Inn of Burr Ridge

(30 min. SW of Chicago)

(708) 325 2900

\$50 per night if mention with WCW. 4 persons per room maximum. Please mention that you will be staying at this hotel on your pre-reg sheet.

\$13 for pre-reg by 3/1/94

\$15 after 3/1/94

All pre-registrants will be sent tournament rules and scenarios by March 1.

Plaques will be awarded to the top two finishers, and top four finishers will receive a cash prize.

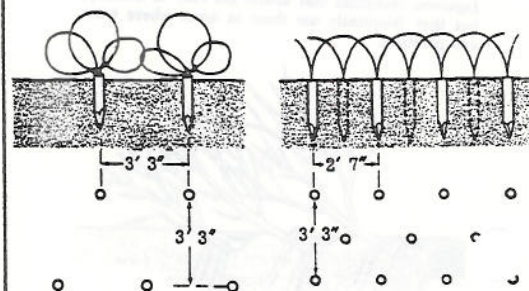
Contact:

Louie Tokarz
5724 W. 106 St
Chicago Ridge, IL 60415
(708) 857 7060

Still no AVALONCON Afteraction

Report, except to relay that Mike McGrath beat the snot out of me in the finals in "Preparing the Way" to take first place, with me coming in a poor second and Steve Pleva taking Third. Steve's only loss being to me in a fifth round slugfest of "Bridge to Nowhere" which witnessed a rare appearance by an Italian Hero and one of my Italian squad going Berserk.

I will try to rattle Mike and Russ' cage a little.



AFTERACTION REPORT: ASL at GENCON ?

Dave Dally

I first played *SQUAD LEADER* in 1982, after beating my brother in the first three scenarios he refused to play again. This launched my solitaire career in *SQUAD LEADER*. After I enlisted in the ARMY, *Squad Leader* sat on the self gathering dust. When I completed my tour of duty, I returned home and could not locate a hobby shop anywhere in the Pacific Northwest that carried ASL or any other strategy game for that matter. In 1991, I decided to move back to the Chicagoland area. Early one morning in the spring of 1992 I had nothing to do, and being bored, I decided to thumb through the Yellow pages in search of a Hobby store. I located one, grabbed my checkbook, jumped into the car, and prayed today would be my lucky day. I'm still kicking myself in the ass for not buying a lotto ticket that day (the hobby store was full of ASL stuff). Over the next few months I purchased the entire system available at that time. However, I was still locked into my solitaire journey through the battlefields of ASL. My solitary journey was interrupted when Karl, the store proprietor, informed me of the existence of another ASLer looking for a fit game. Karl gave me his number and I soon met Steve Elliot. Steve and I have had several matches to date with most of the wins racked up by Steve. Steve also plays other games most notably *Dungeons & Dragons* ^{TSR} with member of the TSR staff. This is how I was nominated for the task of hosting an ASL tournament at GENCON in Milwaukee.

I thought this would be a great way to meet other players in the area, so I decided to do it. I had no idea what I was getting into. Once again I was in luck, the Windy City Wargamers were holding their 2nd annual ASL tournament and I decided to attend, to stir up a few ideas and to promote my tournament, but mainly to have a good time.

With the WCW tournament experience under my belt I waited anxiously for the end of August. I should have sensed there was going to be problems when I took the wrong exit and ended up in a very dangerous looking neighborhood. I did manage to arrive at the convention unscathed and found it to be a chaotic, bureaucratic mess. I had to wait, for what seemed like hours, in several lines to receive my Judge's packet. I became very disoriented, having failed my straying DR and Search dr trying to locate the ASL rally point. I discovered it by accident and was disappointed to find only one of the seven pre-registered players awaiting me. Hats off to Rich Summers for his dedication, and for bringing his friend, Tony Tiscicino, along with him. We waited about a half-hour for others to show only to be disappointed by the lack of participants. During this time Rich informed me that Mike McGrath was in the area, but not to play ASL. Again I was disappointed. I understand he was taking a break from ASL and playing Star Fleet battles. ^{TF Games}

With no other participants showing up We decided on Rich having a first round bye while Tony and I set up for the *Dead of Winter* with me taking the Germans. After one of Tony's T-34s became immobilized in the snow he quickly exited his other AFVs, one of them with a malfunctioned MA. Big Mistake! Without their armor support, I was able to mop up the remaining Soviet infantry, thus pulling out a win.

Meanwhile, Louie Tokarz and Corey Hymes showed up. Louie informed me that the GENCON staff had told him no more tickets were being sold due to tardiness. This was another notch in my pissed-offometer. I told them not to worry and go ahead and play. Louie matched up with Rich in *Guards Counterattack*, while Corey sat out as a spectator. Rich won on the last game turn of a very close match.

Round two began with dual playings of *The Taking of Takrouna*, I defeated Rich—leaving him with an 8-0 and a conscript squad to try a last turn, last ditch charge on my British. Tony defeated Louie's Brits. Could Tony's Italian blood have anything to do with it?

Louie and I were unable to attend round three. That left it up to Rich and Tony to play. Rich was able to hold the village in *Grab at Gribovo* leaving the Russians to freeze to death.

During round four Tony sat out while Louis played Diplomacy. ^{THAGC} Having the taste of blood fresh on his teeth, Rich decided to seek revenge against yours truly. We chose to play *Contest in the Clouds*. The bid for sides saw us both wanting to play the Partisan side. Rich ended up with the Germans and the balance. Rich can attest to the fact that this scenario is a blast! Once the Germans reached the plateau my "non-Fanatic" partisans died miserably at the hands of the Gebirgsjaeger troops.

Round five featured the PTO. Tony defeated Rich's British in *The Eastern Gate*. Louis and I chose the *Bushmasters*. I took the Japanese and we haven't finished yet because the TSR stall booted us out at 4pm on Sunday. This worthless excuse for a human being (a member of the TSR staff) [Ed: Tell us how you really feel, Dave.], waddled over to our gaming area and told us to get out. He then threatened to dump our games onto the floor if he heard us roll any dice [Ed: *Shades of Origin's* '93].

It was this rudeness and lack of respect that has forced my decision to NOT attend GENCON in the future. While we made our way to the exit we noticed several other gamers still playing various games throughout the convention center and none of them were being forced to leave.

In conclusion, I would recommend that GENCON stick to role-playing and ASL players attend tournaments where they will be treated with a little respect.

Hey Rich! We could need a tie-breaker.

Participant	W/L
Rich Summers	3/2
Dave Dally	2/1
Tony Tiscicino	2/2
Louie Tokarz	0/2

Scenarios Played		
Round One	AXIS	ALLIED
T6 The Dead of Winter	1	0
A The Guards Counterattack	0	1
Round Two		
51 The Taking of Takrouna	1	1
Round Three		
G10 Grab at Gribovo	1	0 (Allies Balance)
Round Four		
A23 Contest in the Clouds	1	0 (Axis Balance)
Round Five		
63 The Eastern Gate	1	0
66 The Bushmasters	(Not Finished)	

◆

TACTICAL BRIEFS

This column is devoted to do and don't hints. Contributors will be promoted at the rate of 1 rank per 5 printed hints (Promotion occurs with the submission following the 5th, or multiple of five, submissions [EX: A person with 5 submissions at the rank of pfc (total printed submissions 15) will receive the rank of Corporal on his 16th printed submission]). Once a contributor reaches 5-Star General ranking (126 printed submissions) he will receive a ★★★★★ Star (General ASLUG T-Shirt and ASLUG Magazine gratis, for life. Of course, every submission will be screened for relative worthiness, as you rise in rank your submissions will be culled more thoroughly. The rank structure will follow the Modern US Army structure as follows; [Enlisted] Private (E-1), Private (E-2), Private First Class, [NCO] Corporal, Sergeant, Staff Sergeant, Sergeant First Class, First Sergeant, Sergeant Major.

[Warrant Officer] Warrant officer (WO-1), Chief Warrant Officer (CW-2), Chief Warrant Officer (CW-3), Chief Warrant Officer (CW-4), [Officer] Second Lieutenant, First Lieutenant, Captain, Major, Lieutenant Colonel, Colonel, Brigadier General, Major General, Lieutenant General, General, General of the Army.

The 126 printed submissions is the minimum necessary for the above awards. Any persons desiring to maintain any rank and not be promoted further will still be awarded the T-Shirt (with their chosen rank) and ASLUG for life. So all you lifer enlisted types out there, don't worry you won't be made a zero or sir without your permission.

◆

With the above rank structure the rank steps awarded to Mark Nixon for his issue Five submissions is now changed to Pvt, Pvt (E-2), Pfc, Cpl, and Mark Hatfield to Pvt, Pvt (E-2).

◆

Use your SMC's to get possession of those SW's in phases your MMC's can't even try to gain possession.

EX: A Hero in a location with a HMG possessing HMG. The MMC breaks during the DFPh. When the MMC Routs the Hero can immediately roll for possession.

EX: During his own MPh a SMC can try to recover any SW possessed by a friendly broken unit, without MF expenditure, therefore not risking any of the MF dependent shots or residual FP in the hex (other than entering the hex). Even that low life wounded 6+1 can recover/possess SW's without limit since recovery with a SMC in the above situation is not MF dependent, just roll that five or less. If you have a leader in the same location as a broken, machine gun-toting MMC that is under DM, in the Rally Phase you might want to grab for the machine gun for self-protection instead of trying for the low odds rally attempt. Another common situation is a leader moving with a FT portaging-MMC and the MMC breaking on a DF shot. The leader could immediately attempt recovery of the FT without MF expenditure and use it himself in the AFPh. A DC lends itself to the same situation except the leader could only throw it because it could not be portaged further (A4.4).

- Pvt Richard Hill

When planning on moving an AFV into an enemy location via bypass (in order to keep the enemy from firing out of that location), spend the necessary delay MPs before entering the Location and remain in Motion. This will give your opponent only two shots (the number of MPs spent entering bypass in Open Ground) at your AFV instead of what could be several shots due to MP expenditure IN the bypass location (D2.1, D2.17)

- Pvt Richard Hill

Want to capture an enemy AFV? These tactics may give you the chance. If you are the Scenario DEFENDER and capable of Bore-sighting along with some HIP capability, place an HIP squad in concealment terrain ADJACENT to a road or some other expected avenue of approach and Bore-sight the road hex. When the target AFV enters the trap, shoot for Deliberate Immobilization (C5.7) (Note: While Case N (Acquisition) in NA vs. a DI attempt, Case M is allowed). Here's where you need a little luck since you'll need a Hull hit, then the crew must fail their Immobilization TC (D5.5). If they are forced to abandon their AFV you are in the money. Just finish them off in First Fire and the AFV is yours for the taking by the HIP squad. Even immobilized, the captured vehicle might really throw a wrench into the Attacker's plans, especially if you executed this at a spot where the AFV can interdict the attack. If nothing else, you can scrounge the MG's. If the crew passes it's TC, keep your squad hidden. There is a good chance your enemy will abandon the AFV on his own accord, no doubt taking any scroungeable MG's with him (which is good for you, as it's easier to pick up a SW from their corpses than scrounge them from the AFV yourself). If you use this tactic vs. a convoy of tanks (Such as in *Smertnika*), go after the rear vehicle so all the others will have to spin their turrets to shoot at it. Since LATW's can shoot for DI, they can also be used to capture an AFV. In this case, you wouldn't even need a Bore-Sighted Gun, just an HIP squad with a LATW. Place it in a Location where you think the AFV might bypass or stop ADJACENT to or Stop in bypass, to get the best chance for a hit. Use a squad rather than a HS for this so that you can shoot the AFV with the LATW and shoot the abandoning crew with your inherent PB FP (TPBF if in bypass).

- Pvt (E-2) Mark Hatfield

Heroes aren't affected by Encirclement. They are great for holding a position in an upper-level building Location as they can't be encircled by the Upper Level (A7.72) method.

- Pvt (E-2) Mark Hatfield

-2 DRM IFT shots can be deadly. Consider using Spraying Fire (A9.5) against units moving across a bridge. Shoot at the location the moving unit is in and the Bridge hex in front of it, placing residual FP. If the unit escapes harm from the original attack, and continues moving towards you, after resolving the RFP in the new location spray fire again as above using SFF. Sooner or later one of those -2 shots will get him.

- Pvt (E-2) Mark Hatfield

Want to fire a BAZ, PSK, or PF from a building hex without the Case C³ (C5.34)TH DRM or the C13.81 Desperation penalties? Designate the firer as an Opportunity Firer. Case B on the TH table does not apply to LATW. [Ed: Another way to get around the C³ and C13.81 penalties, and still shoot in DFF or DFFh at AFV's running around your positions is to set up your SCW units in building Locations with a Wall, Hedge or Bodge hexside. You can claim Wall Advantage and not pay the above penalties, of course you give up your nice protective building but you may get an unsuspecting AFV.]

- Pvt (E-2) Mark Hatfield

If an enemy Gun has your stack of Infantry acquired through four or five hindrances, consider spending your first MF to place Infantry between you (stripping acquisition and blocking LOS).

- Pfc Mark Hatfield

It can sometimes be handy to set up more than one Gun HIP in the same woods, building, or rubble Location, but with different CAs. Once you reveal one of these Guns, your opponent will invariably maneuver to approach the position from a non-CA position of your revealed Gun, where the doubled Case A penalty will make a hit unlikely. He'll get a nasty shock when you pop up a second Gun pointed right at him. This tactic should be used with caution however, as your Guns become vulnerable to SMOKE, encirclement, etc., after being revealed. Ideally, you will only want to use this tactic when the enemy has a couple of AFV's and you think you can eliminate all of them in one phase. It is also a fairly safe tactic if your enemy has no Ordnance SMOKE.

[Ed: To reduce the threat to your A-T defenses, I would suggest using the second Gun in a position covering the first Gun's flanks instead of the same Location. This gambit, while offering the possibility of great success, can very well cause the loss of your major A-T weapons for little loss to the enemy. This type of interlocking field of fire is constantly preached by military tacticians (although dispersal of units to prevent casualties is also a big topic) and is a good way to cover your AFV's also.]

- Pfc Mark Hatfield

If you are defending with LATW's and need to take out some AFV's to win and also are allowed some HIP, consider giving an HIP squad two of the LATW's. This way you get two shots at the passing tanks instead of just one. Better yet, deploy the squad and give each of them a LATW. If you kill the lead tank with the first HS the other HS can remain hidden on the chance that the enemy will think this rout is now safe for his AFV's for a turn and expose another tank to your second HS.

- Pfc Mark Hatfield

While AP rounds are not renowned for their effectiveness vs. Infantry, it is one of the most potent weapons vs. Infantry in a pillbox. Even if the pillbox itself cannot be eliminated by the low HE equivalency of the AP round, the Infantry in the pillbox are subject to attack using the HE equivalency FP, and no CA or NCA Defense modifications are applied to the TH process. [Ed: A CE tank parked at the rear of an adjacent PB could really put a hurting' on the occupants by firing AP equivalency. (-2 Point blank, -2 Acquired = CH on an original TH DR of "7" or less).

- Pfc Mark Hatfield

If you have DCs and are playing on a mapboard with rowhouses, look for opportunities to Breach interior rowhouse walls that form a part of an enemy units Location. One of the biggest problems with placing DCs is surviving the PB fire from the stack you want to blow up. With rowhouse walls, you don't have to worry about that. Just place the DC to Breach and in the AFPh it will attack the wall on the 30FP table with applicable TEM, if a NMC or better is achieved the hexside is Breached and the enemy units in the adjacent location is attacked with the same DR on the 12 FP column (B23.711).

- Pfc Mark Hatfield

RANDOM SELECTIONS

Due to his busy schedule and demand on his time, Mark was unable to met the deadline for this issue. His article "Random Selections" will conclude as soon as he is able to return to it.

ANNOUNCEMENTS/ CORRECTIONS

Corrections from Issue #5

- Issue #5 Announcements/Corrections- FFNAM is NOT applicable in trench locations [A4.6].

ASLUG has acquired ATP and will combine the two formats into one magazine, ASLUG. I will attempt to fulfill as much of the outstanding ATP subscriptions as the settlement between ATP and ASLUG allows.

ASLUG has also acquired In Contact with the aim of completing IC#3 and playtesting/revising old IC scenarios for re-issuance in ASLUG format.

Over the Next Hill:

ASL Oktoberfest Issue

- ASLUG has several new scenarios ready to go for those of you who like both players to have the same amount of experience with a scenario.
- The Conclusion of Random Selections (Hopefully).
- An updated Scenario Win/Loss record.

